

# GAME GENIE

## SUPER NES™ CODE UPDATE

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For assistance with operating your Game Genie, or for warranty and service information:

### **GAME GENIE HELPLINE**

**1-513-868-8835**

**NOTE: CODES ARE NOT AVAILABLE BY PHONE**

Or, write to:

Game Genie Consumer Service, 2350 Pleasant Avenue, Hamilton, OH 45015

To report problem codes:

Game Genie Consumer Service, 2350 Pleasant Avenue, Hamilton, OH 45015

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## **Disney's The Jungle Book**

### **CODES 1 THRU 5: NORMAL GAME**

1	DBEF-1F67	Start with 9 hearts
2	D1EF-1F67	Start with 6 hearts
3	DFEF-1F67	Start with 1 heart
4	DBEF-1DD7	Start with 10 lives
5	DFEF-1DD7	Start with 2 lives
6	C2CC-4704	Infinite lives
7	DD6F-4DD4	Infinite weapons
8	DDCF-3F6D	Hearts from big jungle fruit restore all energy
9	D4C0-1FAF	20 seconds from hourglass
10	D7C0-1FAF	30 seconds from hourglass
11	E8CA-3DA4	Super-jumping Mowgli
12	ECCA-3DA4	Mega-jumping Mowgli

### **FOR CODES 13 THRU 18, DON'T GO OVER 100 GEMS OR COUNTER WILL RESET**

13	D4CA-4DDF	Bonus gems worth 2
14	D7CA-4DDF	Bonus gems worth 3
15	D0CA-4DDF	Bonus gems worth 4
16	D4C2-4FAF	Red gems worth 2
17	D7C2-4FAF	Red gems worth 3
18	D0C2-4FAF	Red gems worth 4
19	DD65-47AD	The amazing rock! (Just for fun)

Disney's The Jungle Book is a trademark of The Walt Disney Company.

## **Double Dragon 5™ Game**

B3C8-CFBF + B3C6-CDBF + BAC9-3FBF

Computer (player 2) can't perform special moves

DBBC-1F27	Allows you to pick up to 9 points of any attribute instead of 5
46C6-340D	Both characters start with 50% energy
F0C6-340D	Both characters start with 25% energy
DDAB-3DAE	Player 1 always wins
3C85-CF07	Harder to recover from dizziness
D685-C407	Dizziness doesn't last long

Double Dragon 5 and related names are trademarks of Leland Interactive Media.

## **Dream TV™ Game**

1 8FA6 3DA8 + 8FAA 3FA8	Almost infinite energy
2 DDCE-C7DC	Infinite lives
3 D9B8-1F04	Start with 5 lives
4 DFB8-1F04	Start with 1 life
5 D6B8-1F04	Start with 8 lives
6 8F23-3768	Monsters take only 1 hit to kill—except skeletons
7 8F84-17D8	Mega-jump—switch off to land again
8 DDC7-1DD8	Can't get hit—some characters are white
9 4DBD-CF04	Start with 2/3 energy—1st life
10 4DCE-CD0C	Start with 2/3 energy—after 1st life
11 FDDB-CF04	Start with 1/3 energy—1st life
12 FDCE-CD0C	Start with 1/3 energy—after 1st life

Dream TV is a trademark of Trifix, Inc.

## **Equinox™ Game**

1 C28F-AF4D	Protection from most small monsters
2 3CA0-ODC7	Infinite life energy
3 CEAE-OD17	Infinite magic—must have enough MP for spell to work
4 CB2A-C4D9	More energy from apples
5 4F27-1F00 + 4020-1FD0	Super jump
6 FC27-1F00 + 4020-1FD0	Mega-jump
7 DD86-674F + 3C86-671F	Colored doors don't need keys
8 B32C-4FA0 + CD2C-4700	Super speed
9 D9AC-6437	'Slow' spell lasts 2x as long
10 D6AC-6437	'Slow' spell lasts 3x as long
11 D9AB-6FC7	'Freeze' spell lasts 2x as long
12 D6AB-6FC7	'Freeze' spell lasts 3x as long

Equinox is a trademark of Sony Music Entertainment Inc.

## **Eye of the Beholder™ Game**

1 8285 6D2C + 82DE-049B	Infinite HP
3 828D A798	No waiting to hit again
4 CBAA A726 + 3CA2-AD96	Kill with 1 hit—works for monsters too
5 D68B-A474	Pick a lawful, human male fighter and he will be at Level 8

6 D18B-A474

Pick a lawful, human male fighter and he  
will be at level 6

Eye of the Beholder is a trademark of Capcom U.S.A., Inc.

## Fatal Fury 2™ Game

1 DD7E-7FDD	Infinite time
2 D47E-7FDD	Timer is 2x fast
3 D77E-7FDD	Timer is 3x fast
4 C250-7FA7	Computer can't win a round—except last round
5 CB85-E40F + D685-E46F + DD85-E4AF	Player 1 is Billy Kane
6 DB85-E46F + CB85 E40F + DD85-E4AF	Player 1 is Axel Hawk
7 CB85-E40F + DD85-E4AF + DC85-E46F	Player 1 is Lawrence B
8 D885-E46F + CB85 E40F + DD85-E4AF	Player 1 is Wolfgang Krauser
9 CB82-E40F + D682 E46F + DD82-E4AF	Player 2 is Billy Kane
10 DB82-E46F + CB82-E40F + DD82-E4AF	Player 2 is Axel Hawk
11 DC82-E46F + CB82-E40F + DD82-E4AF	Player 2 is Lawrence B
12 D882-E46F + CB82 E40F + DD82 E4AF	Player 2 is Wolfgang Krauser

### CODES 13 AND 14 AFFECT STRAIGHT-UP JUMPS ONLY

13 FDD5-EFCB	Super jump—player 1
14 EED5-EFCB	Bogus jump—player 1
15 6D7D-54AD	Infinite energy—player 1

FOR CODE 16, TURN EFFECTS OFF AFTER YOU PRESS START IN CODESCREEN AND  
KEEP OFF UNTIL CHARACTER SELECT SCREEN

16 7D78-770D Start with 1/2 energy

Fatal Fury 2 and related names are trademarks of SNK.

## The Incredible Hulk™ Game

1 DFBD-CD6F	Start with 1 life
2 D1BD-CD6F	Start with 6 lives
3 DBBD-CD6F	Start with 9 lives
4 D0BC-173B	Get 4 shots from gun
5 DBBC-173B	Get 9 shots from gun
6 F0BC-173B	Get 20 shots from gun
7 4DB0-1F4B	Get 20 seconds from time icon
8 0DB0-1F4B	Get 40 seconds from time icon
9 8260-1465 + C2E9-44DF	Don't take damage from most enemies
10 F3BE-144B	2x energy from gamma capsules
11 DDB8-171B	Gamma capsules act as mega-gamma capsules
12 C96D-CDC6	Infinite transformation capsules once picked up
13 DA25-34A7 + DA34-47AD	Super jump—sometimes
14 FB25-34A7 + FB34-47AD	Mega-jump—sometimes
15 DCB7-44D0	MEGA damage from Hulk's uppercut
16 DCB1-4FD0	MEGA damage from Hulk's head butt
17 D0B7-44D0	x4 damage from Hulk's upper cut
18 D0B1-4FD0	x4 damage from Hulk's head-but
19 C260-4746	Energy doesn't go down when Hulked-out
20 DDB2-1F0F	Start on level 2

- 21 4DB2-1F0F Start on level 3  
 22 0DB2-1F0F Start on level 4  
 23 6DB2-1F0F Start on level 5

The Incredible Hulk and related names are trademarks of Marvel Entertainment Group, Inc.

### **Inspector Gadget™ Game**

- 1 D74B-E7D7 Start with plungers at 3  
 2 C216-5DD4 Infinite lives  
 3 C297-8F0F Infinite time  
 4 C269-5D0D Keep coat after getting hit (invincibility)

Inspector Gadget is a trademark of DIC Animation City, Inc.

### **Ken Griffey Jr. Presents Major League Baseball™ Game**

- 1 DFC3-170F 1 ball and you walk  
 2 D4C3-170F 2 balls and you walk  
 3 CBB3-1D2D Can't walk a player  
 4 DFCE-1F0F 1 strike and you're out  
 5 D4CE-1F0F 2 strikes and you're out  
 6 C2BE-179D Can't strike out  
 7 DF27-CFA4 Invisible baserunners  
 8 D4C3-170F 2 outs and whole team is out  
 9 C2A2-4D94 + C2AA-47B4 No outs except strike outs  
 10 C28A-3FA7 + CBB0-4797 + C283-34D7 Computer can't score

Ken Griffey Jr. Presents Major League Baseball is a trademark of Major League Baseball Properties, Inc.

### **Knights of the Round™ Game**

- 1 3C81-4461 + CB81-44A1 + DF81-47D1 Start on stage 2  
 2 3C81-4461 + CB81-44A1 + D481-47D1 Start on stage 3  
 3 3C81-4461 + CB81-44A1 + D781-47D1 Start on stage 4  
 4 3C81-4461 + CB81-44A1 + D081-47D1 Start on stage 5  
 5 3C81-4461 + CB81-44A1 + D981-47D1 Start on stage 6  
 6 EE2C-C7DC More invincibility time after successful block  
 7 DAC9-1DDB Super jump—Arthur  
 8 DAC0-17DB Super jump—Lancelot  
 9 DAC9-1FDB Super jump—Percival  
 10 DD2A-3406 No energy lost from special move  
 11 D12A-3406 Less energy lost from special move  
 12 F02A-3406 More energy lost from special move  
 13 1D6B-47AF Slower timer  
 14 F36B-47AF Faster timer  
 15 4029-4DD5 + 4022-1DD5 Almost infinite energy  
 16 DDAD-17BF Maximum energy from most food

Knights of the Round and related names are trademarks of Capcom Co. Ltd.

### **Lamborghini American Challenge™ Game**

- 1 DD6E-440D + D96E-446D Start with \$128,000  
 2 5D6E-440D + D76E-446D Start with \$88,000  
 3 6D6E-440D Start with \$12,800  
 4 C224-CF8F Repair 10% of car for \$100

- 5 3324-C45F Repair 10% of car for free  
 6 C22A-377D Free turbos

FOR CODES 7 AND 8, YOU MUST HAVE THE FULL PRICE OF THE TURBO

- 7 DC28-348D + DD28-34ED Turbos for \$1000  
 8 F028-348D + DD28-34ED Turbos for \$2000  
 9 D169-443B Start with 6-speed transmission  
 10 8B81-34D7 Don't take damage in races

Lamborghini American Challenge is a trademark of Automobili Lamborghini, S.P.A.

### **The Lawnmower Man™ Game**

- 1 40BE-1DAD Infinite lives  
 2 ECB6-4FD7 Super jump  
 3 D785-376F Energize icon effect is 2x longer  
 4 D985-376F Energize icon effect is 4x longer  
 5 D1BB-4F64 Bitstream powers up instantly—DON'T SHOOT TOO MANY BITSTREAMS AT ONCE  
 6 DDB5-CDAD Keep weapon power ups once gained  
 7 CEB7-CFAD Never lose homing bullets once gained  
 8 CEB7-CDAD Never lose rear bullets once gained

The Lawnmower Man is a trademark of The Sales Curve Ltd.

### **Lester the Unlikely™ Game**

- 4 C2C6-7F58 Infinite lives  
 5 C2C2-8DEB Don't take damage from most enemies  
 6 D0C2-848B Flashing after getting hit lasts a long time  
 7 DAC2-848B Flashing after getting hit lasts a real long time

FOR CODES 8 THRU 9, YOU MAY GET TRAPPED AND HAVE TO RESET

- 8 0DCA-5D5B Lighter gravity effect—MUST TURN OFF EFFECTS SWITCH RIGHT AFTER PRESSING START AND DON'T TURN ON UNTIL 1ST GAME PLAY SCREEN  
 9 49CA-5D5B Even lighter gravity effect  
 10 F9CA-5D5B Amazingly lighter gravity effect

Lester the Unlikely is a trademark of DTMC Inc.

### **Lufia & The Fortress of Doom™ Game**

- 1 4DB4-D401 Move around caves and world map quicker (except when leaving a vehicle—for example, the boat)  
 2 8236-0F34 Infinite hit points  
 3 823A-0FC4 Infinite magic points in battle mode  
 4 DDB8-6FD9 No HP lost when walking over swamp ground  
 5 D0B8-6FD9 More HP lost when walking over swamp ground  
 6 DF30-A718 Cheap bombs—1 gold each  
 7 DF3C-0D18 Cheap smokeballs—1 gold each  
 8 6D8F-0DC4 Immune to all petrifying effects (stone, poison, confused, etc.)  
 9 95A8-67A4 Shopkeepers don't charge for purchases—some shops only  
 10 FD34-0448 More agility points from speed potion

- |              |  |
|--------------|--|
| 11 FD30-0438 | More intelligence points from mind potion          |
| 12 FD31-07C8 | More strength points from great potion             |
| 13 FD3D-0F18 | Higher max level of magic points from spell potion |
| 14 FD33-DDC8 | Higher max level of hit points from power potion   |

Lufia & The Fortress of Doom is a trademark of Taito Corporation.

## Mario's Time Machine™ Game

- |                                     |  |
|-------------------------------------|--|
| 1 DD6A-1405                         | Bonus timer doesn't count down in the whole game |
| 2 CB64-3FA9 + DD64-34D7 + DD64-3409 | Don't lose mushrooms in collisions               |
| 3 DF24-1704                         | 1 wrong answer to questions allowed              |
| 4 EE24-1704                         | 255 wrong answers allowed—ignore sad face icon   |

Mario's Time Machine is a trademark of Nintendo of America Inc.

## NBA Jam™ Game—Alternate Codes

NOTE: THERE ARE 2 VERSIONS OF THESE CODES. IF THE 1ST CODE DOESN'T WORK ON YOUR GAME, THEN TRY THE 2ND CODE. CODES 1 THRU 16 AND 24 THRU 31 ARE THE SAME FOR BOTH VERSIONS

- |                          |   |
|--------------------------|---|
| 17 D8E8-C718 / D8E7-C448 | All players have super dunk ability                   |
| 18 D6E3-C748 / D6E1-CF38 | All players have infinite turbo                       |
| 19 D6E2-CFC8 / D6E9-CD18 | All players always "on fire"                          |
| 20 D8E6-C7C8 / D8ED-C418 | All players have super interception ability           |
| 21 D6ED-3DC8 / D6E5-C718 | "Juice" mode  |
| 22 D6EC-CF38 / D6E4-CDC8 | Shot success percentages displayed for non-dunk shots |
| 23 D4BD-3038 / D4BA-C948 | Only need 2 baskets to be "on fire"                   |
| 32 DDE6-3B2A / DDE1-3C2A | Turbo bar never goes up (until next quarter)          |
| 33 D3E6-3B2A / D3E1-3C2A | Turbo bar restores very slowly                        |
| 34 F9E6-3B2A / F9E1-3C2A | Turbo bar restores much slower                        |
| 35 F2E6-3B2A / F2E1-3C2A | Turbo bar restores slower                             |
| 36 0DE6-3B2A / 0DE1-3C2A | Turbo bar restores faster                             |
| 37 9DE6-3B2A / 9DE1-3C2A | Turbo bar restores much faster                        |
| 38 6FE6-3B2A / 6FE1-3C2A | Turbo bar restores extremely fast                     |
| 39 D0E5-3CFA / D0E9-38FA | Turbo drains very slowly                              |
| 40 D6E5-3CFA / D6E9-38FA | Turbo drains slower                                   |
| 41 FDE5-3CFA / FDE9-38FA | Turbo drains slightly slower                          |
| 42 44E5-3CFA / 44E9-38FA | Turbo drains slightly faster                          |
| 43 42E5-3CFA / 42E9-38FA | Turbo drains faster                                   |
| 44 76E5-3CFA / 76E9-38FA | Turbo drains very fast                                |

NBA Jam is a trademark of NBA Properties, Inc.

## NBA Showdown™ Game

- |                                     |   |
|-------------------------------------|---|
| 1 C23B-44A8                         | No personal fouls—both teams                        |
| 2 DAE3-14AA + DAB7 37DA + DA3F-140F | 12-sec. shot clock when ball is in-bounded—player 1 |
| 3 DAE3-14AA + DA6E 47D8 + DA84-CDD8 | 12-sec. shot clock when ball is in-bounded—computer |
| 4 C220-4FDF                         | Infinite shot clock—computer                        |
| 5 C224-4DA4                         | Infinite time                                       |

6	DFED-342C	1-min. quarters
7	D7E1-1D6A	3 time-outs
8	C239-1F6D	Infinite time-outs

NBA Showdown is a trademark of Electronic Arts.

## Pirates of Dark Water™ Game

1	4F82-17AF + D583-1DDF	Energy bar refills itself about every 15 seconds
2	DD82-14AF	Infinite energy
3	C280-1F6F	Infinite lives
4	D9C8-4DA4	Start with 6 lives—not when joining in
5	DFC8-4DA4	Start with 2 lives—not when joining in
6	DDA5-1DDF	Don't lose energy from doing a special attack
7	4D65-1FF5 + 4D63-440E	1/2 energy for 1st life—you must get hit once
8	4DB0-CFDF	Start with less energy—after 1st life

Pirates of Dark Water is a trademark of Hanna-Barbera Productions, Inc.

## Redline: F-1 Racer™ Game

1	C98E-6FDF	Always in 1st place
2	CBC5-D70F + EEC5-D7AF	Instant 255 mph speed—best to get into 6th gear before you activate this code, then you can go 357 mph
3	C98C-6F0F	Don't lose speed when you get off accelerator button
4	C9BD-0F04	No loss of speed on grass
5	3CAA-AF04	Infinite special fuel

Redline: F-1 Racer is a trademark of Absolute Entertainment, Inc.

## Saturday Night Slam Masters™ Game

1	DDC1-CF6F	Stingray becomes Biff
2	DFC1-CF6F	Stingray becomes Gunloc
3	D4C1-CF6F	Stingray becomes Oni
4	D7C1-CF6F	Stingray becomes Titan
5	D9C1-CF6F	Stingray becomes Haggar
6	D1C1-CF6F	Stingray becomes Grater
7	D5C1-CF6F	Stingray becomes Rasta
8	D6C1-CF6F	Stingray becomes Jumbo
9	DBC1-CF6F	Stingray becomes Scorpion
10	DFC1-CD6F	Biff becomes Gunloc
11	D4C1-CD6F	Biff becomes Oni
12	D7C1-CD6F	Biff becomes Titan
13	D0C1-CD6F	Biff becomes Stingray
14	D9C1-CD6F	Biff becomes Haggar
15	D1C1-CD6F	Biff becomes Grater
16	D5C1-CD6F	Biff becomes Rasta
17	D6C1-CD6F	Biff becomes Jumbo
18	DBC1-CD6F	Biff becomes Scorpion
19	D3DB-5D01	14-second count outside ring
20	DCDB-5D01	10-second count outside ring

21	DBD6-5DD1	9-second count for pin
22	D1D6-5DD1	6-second count for pin
23	DFD6-5DD1	1-second count for pin
24	F31F-8F0D	Faster timer
25	1D1F-8F0D	Slower timer
26	D12D-5765 + EB2F-5F05	Stingray has faster jalapeno comet
27	OC83-17D7 + D78E-1F67	Quicker 'pattycake slap' for Grater
28	OC83-1FA7 + D78E-1D07	Quicker 'sonic fist' for Gunloc
29	OC83-1F67 + D78E-1D07	Quicker 'sonic fist' for Biff
30	OC83-1707 + D48E-1FA7	Quicker 'jungle fever' for Rasta

Saturday Night Slam Masters and related names are trademarks of Capcom.

## Star Trek: The Next Generation™ Game

### Away Team Codes

1	DD81-47DB + DD88-4DDB	Medical packs aren't used up
2	DF2A-1DD7	Start each away mission with 1 medical pack
3	D42A-1DD7	Start each away mission with 2 medical packs
4	D02A-1DD7	Start each away mission with 4 medical packs (only 3 shown)
5	D92A-1DD7	Start each away mission with 5 medical packs (only 3 shown)
6	DDAF-446C	Phaser power doesn't go down
7	F62A-1467	Start away missions with phasers at 1/2 power
8	402A-1467	Start away missions with phasers at 3/4 power
9	DA2A-1467	Start away missions with phasers at 1/4 power
10	6D86-4FAB	Medical packs heal more
11	D486-44DB	Medical packs heal twice as much
12	D786-44DB	Medical packs heal completely
13	8EA4-4FD6	Crew members are immune to enemy fire

### Space Combat Codes

14	DFB2-1DF7	Forward torpedoes reload much faster
15	D4B2-1DF7	Forward torpedoes reload faster
16	DFB8-1FF7	Aft torpedoes reload much faster
17	D4B8-1FF7	Aft torpedoes reload faster
18	C26C-3FFD	Forward torpedoes don't require recharging
19	C267-342D	Aft torpedoes don't require recharging
20	D6B4-1F27	Enemy shields regenerate at half speed
21	D0B4-1F27	Enemy shields regenerate at 1/4 speed
22	DDB4-1F27	Enemy shields don't regenerate
23	F6B4-1F27	Enemy shields regenerate faster
24	3C6A-14FF	Forward phasers never lose power
25	C2B3-4DB7	Forward phasers don't recharge
26	3C69-17BF	Aft phasers never lose power
27	C2BE-44F7	Aft phasers don't recharge
28	D764-1D24	Torpedoes do half damage
29	D064-1D24	Torpedoes do less damage
30	D564-1D24	Torpedoes do slightly more damage

- 31 D664-1D24      Torpedoes do more damage  
 32 DB64-1D24      Torpedoes do much more damage  
 33 DA64-1D24      Torpedoes do double damage

Star Trek: The Next Generation and Phaser are trademarks of Paramount Pictures.

## **Super Street Fighter II™ Game**

- 1 D002-ED5      No charging required for some special moves  
 2 DD47-8DD1      Some special moves can be done in the air  
 3 3C10-7467 + 3C10-74A7      Don't take damage except from throws or grabs—both players  
 4 DD10-7707      1st normal hit wins—except throws or grabs  
 5 1077-7F61      Dizziness doesn't last  
 6 4A9C-7FDF      Both players start with 1/4 health  
 7 969C-7FDF      Both players start with 1/2 health  
 8 609C-7FDF      Both players start with 3/4 health  
 9 CB17-8FAD + 7D17-84DD      Every hit sets opponent on fire  
 10 CB17-8FAD + F617-84DD      Every hit sets the opponent on fire and knocks him down  
 11 CB17-8FAD + FC17-84DD      Every hit zaps the opponent and knocks him down  
 12 CB17-8FAD + FA17-84DD      Every hit knocks the opponent down  
 13 CB17-8FAD + DC17-84DD      Every hit is a "hard hit"—opponent almost never gets knocked down

### **CODES 14 AND 15 DON'T WORK FOR THE COMPUTER**

- 14 CB79-EF61 + D579-EFA1      Players jump slower  
 15 CB79-EF61 + D879-EFA1      Players jump faster

### **THE FOLLOWING CODES MAKE THE MOVES LISTED DO HEAVY DAMAGE**

Ryu

- 16 6E9D-8729      Jab dragon punch, close to opponent  
 17 6E9B-E429      Fierce red fireballs from far away  
 18 6E9D-E429      Roundhouse hurricane kick in the air

Ken

- 19 6E96-8721      Fierce dragon punch, close to opponent  
 20 6E92-8F21      Fierce fireballs, close to opponent  
 21 6E9A-5721      Roundhouse hurricane kick while on the ground

Blanka

- 22 6E1C-E720      Fierce forward ball  
 23 6E1B-7D29      Beast leap  
 24 6E15-ED20      Jab zap

Chun-Li

- 25 6E5D-7D20      Fierce fireball  
 26 DE10-5425      Down step  
 27 6E11-8425      Short lightning kick

Honda

- 28 6E99-8795      Jab hundred-hand slap  
 29 6E96-E495      Fierce torpedo

30	6E92-E795	Fierce sumo splash
Guile		
31	6E16-5491	Fierce sonic boom
32	6E1E-7491	Roundhouse sonic kick, extremely close range
Zangief		
33	6E51-EF90	Double spinning lariat (only certain hits)
34	6E5F-ED90	Spinning clothesline
Dhalsim		
35	DE5E-8729	Yoga spear
36	6E5E-E429	Strong yoga flame (solid hit)
37	6E58-E729	Fierce yoga fire
Sagat		
38	6E64-5F20	Roundhouse low tiger, from far away
39	6E62-7720	Fierce high tiger, from far away
40	6E53-ED25	Short tiger knee
41	EE27-479E	Jab projectiles move slower for everyone but Sagat
42	EE20-4D2E	Jab projectiles move slower for Sagat
43	EC20-4D9E	Fierce projectiles move faster for everyone but Sagat
44	E520-4F2E	Fierce projectiles move faster for Sagat
Vega		
45	AE6A-8491	Fierce claw dive
46	6E62-8F91	Rolling claw attack
47	6E6E-EF91	Claw thrust
Balrog		
48	6E6A-EF90	Fierce charging punch
49	6E62-E790	Roundhouse charging uppercut
50	6E69-5799	Fierce shoulder butt
Cammy		
51	6EB3-5F20	Fierce spin knuckle
52	6EBB-5720	Roundhouse front kick
53	6EBF-5420	Roundhouse cannon drill, from far away
Hawk		
54	6EB3-5F91	The Hawk
Fei Long		
55	6EC7-5F20	Fierce slide punch (1st hit)
56	6EC0-5D20	Fierce slide punch (2nd hit)
57	6EC0-5720	Fierce slide punch (3rd hit)
58	6ECE-7420	Roundhouse dragon kick
Dee Jay		
59	6EC5-EF99	Fierce hyper fist (1st hit)
60	6ECF-7D91	Fierce Max Out
61	6EC3-8F99	Roundhouse dread kick
62	DF81-E404	Each battle lasts only 1 round
63	FE0C-7FDD	Speed up timer
64	9C0C-7FDD	Slow down timer
65	3169-57A5	No delay after throwing fireball—Ryu and Ken

66	F122-E760	Player 2 starts right in front of player 1
67	1060-E405	Ryu's and Ken's hurricane kicks rise higher when done in mid-air
68	D1A9-1DBA	Faster hurricane kicks—roundhouse
69	DBA9-1DBA	Super fast hurricane kicks—roundhouse
70	D18C-74D5	Balrog has a faster turn punch—roundhouse
71	DB8C-74D5	Balrog has a superfast turn punch—roundhouse
72	D15E-8F60	Chun Li has a faster whirlwind kick—roundhouse
73	DB5E-8F60	Chun Li has a superfast whirlwind kick—roundhouse
74	DB2F-CD9A	M. Bison has a super fast psycho crusher—fierce
75	1086-5D00	M. Bison does his psycho crusher in one place—fierce
76	D553-5F00	Vega has a superfast claw roll
77	1053-5760	Vega does his claw roll in one place
78	DB23-179A	Deejay's dread kick is faster—fierce
79	DB23-1F9A	Deejay's dread kick is faster—strong
80	D1BE-E7A0	Cammy has an erratic cannon drill
81	DDBE-E760	Cammy has a superfast cannon drill
82	D620-17FA	Cammy has a superfast front kick—fierce
83	D620-149A	Cammy has a superfast front kick—strong
84	D620-14FA	Cammy has a superfast front kick—jab
85	D528-1D2A	Feilong has a superfast rekka-ken—strong
86	D627-1F2A	Feilong has a superfast rekka-ken—fierce

Super Street Fighter II and related names are trademarks of Capcom.

## T2 The Arcade Game™ Game

1	DD2A-476B	Infinite missiles—player 1
2	DD2E-4DDB	Infinite missiles—player 2
3	6D33-47D6	Infinite energy—player 1
4	6D3F-1DA6	Infinite energy—player 2
5	5E27-44A7	Shields lasts longer
6	D62B-4F67	Plasma Pulse Energizer lasts longer—player 1
7	D628-47D7	Plasma Pulse Energizer lasts longer—player 2
8	C267-47A5	Keep P.P.E. for that level once picked up—P1
9	C260-4765	Keep P.P.E. for that level once picked up—P2
10	D12D-4707	Get 6 missiles for each 1—player 1
11	DB2D-4707	Get 9 missiles for each 1—player 1
12	D124-4D67	Get 6 missiles for each 1—player 2
13	DB24-4D67	Get 9 missiles for each 1—player 2
14	C9B7-1407	Infinite gunpower—player 1
15	C9B9-17D7	Infinite gunpower—player 2
16	FDB3-476F	Gunpower replenishes slower—player 1
17	FDB0-1F0F	Gunpower replenishes slower—player 2
18	FD3E-C7A3	10 credits
19	F93E-C7A3	15 credits
20	4D3E-C7A3	20 credits
21	D12B-44A7	P.P.E. does extra damage—player 1
22	F42B-44A7	P.P.E. does massive damage—player 1

T2 The Arcade Game and related names are trademarks of Carolco Pictures Inc.

## **Tetris 2™ Game**

- |                                     |   |
|-------------------------------------|---|
| 1 9DBD 3DF4                         | Select any round (1-player mode only)—at round select meter, keep pressing 'right' on d-pad                           |
| 2 CBC5-4FDC + DDC5 4F0C + DDC5-4F6C | Tile speed always at 0  |
| 3 CBC5-4FDC + EEC5 4F0C + DDC5-4F6C | Tile speed always at 255  |
| 4 6DB1 346B                         | More time to place the blocks where you want them—even after they hit the ground (left and right only once on ground) |

Tetris 2 is a trademark of Elorg.

## **Timeslip™ Game**

- |   |  |
|---|--|
| 1 CD24-67A7 + CD24-6467                             | Keep gun power-ups after dying—not on J-bike stage |
| 2 EE6B-670D   | Start with 16 lives                                |
| 3 C22E-04A7   | Infinite lives                                     |
| 4 C2B7-6DD0   | Infinite energy—not on J-bike stage                |
| 5 DE2E-0F67   | Start with 4 energy—after 1st life                 |
| 6 D52E-0F67   | Start with 3 energy—after 1st life                 |
| 7 DE6C-6F0D   | Start with 4 energy—1st life                       |
| 8 D56C-6F0D   | Start with 3 energy—1st life                       |
| 9 3CC2-D769   | Invincibility                                      |
| 10 6DB7-6460  | Flash 2x longer when hit                           |
| 11 FDB7-6460  | Barely flash at all                                |
| 12 C26F-6FD1 + C26C-07A1 +<br>C26F-ADD1 + C26C-0FA1 | Fewer enemies                                      |

Timeslip is a trademark of Vic Tokai Inc.

## **Wing Commander: The Secret Missions™ Game**

- |             |                        |
|-------------|------------------------|
| 1 C2A6-4D0D | Infinite blaster power |
| 2 C2C8-14AD | Infinite fuel          |
| 3 D668-C402 | Start on mission 8     |
| 4 D068-C402 | Start on mission 4     |
| 5 3C66-C7A1 | Infinite missiles      |

Wing Commander: The Secret Missions is a trademark of Origin Systems, Inc.

## **Wizardry VI™ Game**

- |             |   |
|-------------|---|
| 1 8288-A491 | The whole party doesn't take damage from normal enemy attacks (doesn't protect from poison or certain magic spells) |
| 2 4DBF-DD27 | Create a character and he has a lot of gold   |

Wizardry VI is a trademark of Sir-Tech Software, Inc.

## **Young Merlin™ Game**

- |             |   |
|-------------|---|
| 1 D9B7-14F9 | Faster Merlin                               |
| 2 D46B-1030 | Slower mine cart                            |
| 3 D186-C1D1 | Start with 6 heart containers—new game only |
| 4 D686-C1D1 | Start with 8 heart containers—new game only |
| 5 D4C0-CD6F | 2 energy hearts from rainbow water bottle   |
| 6 D7C0-CD6F | 3 energy hearts from rainbow water bottle   |

Young Merlin is a trademark of Westwood Studios, Inc.

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